

#### **IV. AMENDMENTS TO THE CLAIMS**

(There are no amendments to the claims; however, for the convenience of the Examiner, all of the pending claims and appropriate status identifiers are presented below)

1. (Original) A display device provided in a gaming machine, wherein a pitch  $P$  between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, and a distance  $d$  from the display device to a player in a normal game posture satisfy a relationship of:

$$P < \tan (\pi/180/35) \times d.$$

2. (Original) A display device provided in a gaming machine such as a slot machine or a pachinko machine, wherein

a pitch  $P$  between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, a distance  $d$  from the display device to a player in a normal game posture, and a correction value  $\alpha$  satisfy a relationship of:

$$P = \tan (\pi/180/35) \times d/2 \times (1 + \alpha)$$

where the correction value  $\alpha$  is  $\pm 0.2$ .

3. (Original) The display device according to claim 1, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

4. (Original) The display device according to claim 1, wherein one pixel is constituted by a pair of the pixel units that are adjacent, and information signals for one pixel are supplied in the same timing to pixel electrodes for the same color that

are contained in the pair of pixel units respectively.

5. (Original) A gaming machine such as a slot machine or a pachinko machine, comprising:

a display unit that is constituted by arranging in matrix a plurality of kinds of pixel electrodes that display predetermined colors respectively, wherein

in the display unit a pitch  $P$  between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, and a distance  $d$  from the display device to a player in a normal game posture satisfy a relationship of:

$$P < \tan (\pi/180/35) \times d.$$

6. (Original) A gaming machine such as a slot machine or a pachinko machine, comprising:

a display unit that is constituted by arranging in matrix a plurality of kinds of pixel electrodes that display predetermined colors respectively,

wherein in the display unit a pitch  $P$  between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, a distance  $d$  from the display device to a player in a normal game posture, and a correction value  $\alpha$  satisfy a relationship of:

$$P = \tan (\pi/180/35) \times d/2 \times (1 + \alpha)$$

where the correction value  $\alpha$  is  $\pm 0.2$ .

7. (Original) The gaming machine according to claim 5, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

8. (Original) The gaming machine according to claim 5, wherein the display unit is a highly transmissive liquid crystal display provided in a game board.

9. (Original) The gaming machine according to claim 5, wherein one pixel is constituted by a pair of the pixel units that are adjacent, and information signals for one pixel are supplied in the same timing to pixel electrodes for the same color that are contained in the pair of pixel units respectively.